

DOCUMENT-IDENTIFIER: US 20020135468 A1

TITLE: Vehicle imaging system with accessory control

----- KWIC -----

Detail Description Paragraph - DETX (4):

[0034] Preferably, the image may be displayed as a unitary image synthesized from outputs of two or more imaging sensors. Image enhancements may also be provided in the displayed image to further enhance the driver's understanding of the area immediately surrounding vehicle 10. For example, graphic overlays, such as distance indicia in the form of horizontal grid markings or the like, may be provided to indicate distances between the vehicle and objects displayed in display 13. These graphic overlays may be superimposed on display 13 and thus are visible to the operator of vehicle 10. The grid markings may be moved, curved or otherwise adjusted in response to a change in the vehicle's direction of travel, which may be determined by a change in the vehicle's steering system, the vehicle's differential system or a compass heading. Additionally, images of objects or other vehicles may be adjusted or enhanced in response to the distance between vehicle 10 and the other vehicles, such as by flashing or changing the color of images of objects within a threshold distance of vehicle 10. Alternatively, the distance to multiple objects or a distance to a closest object may be displayed on display 13 or otherwise communicated to the vehicle operator. The distance to several objects may be displayed or the operator may select one or more particular objects in the display for which the distance is determined. The selection may be made by a mouse, keypad, joystick or the like.

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Donald P. Greenberg , Kenneth E. Torrance , Peter Shirley , James Arvo , Eric Lafortune , James A. Ferwerda , Bruce Walter , Ben Trumbore , Sumanta Pattanaik , Sing-Choong Foo
Proceedings of the 24th annual conference on Computer graphics and interactive techniques
August 1997

2 [Microsoft TerraServer: a spatial data warehouse](#)

84%

Tom Barclay , Jim Gray , Don Slutz
ACM SIGMOD Record , Proceedings of the 2000 ACM SIGMOD international conference on Management of data May 2000
Volume 29 Issue 2

Microsoft® TerraServer stores aerial, satellite, and topographic images of the earth in a SQL database available via the Internet. It is the world's largest online atlas, combining eight terabytes of image data from the United States Geological Survey (USGS) and SPIN-2. Internet browsers provide intuitive spatial and text interfaces to the data. Users need no special hardware, software, or knowledge to locate and browse imagery. This paper describes how terabytes of Internet unfrie ...

3 [Hands-On Interfaces: Cognitive cubes: a tangible user interface for cognitive assessment](#)

83%

Ehud Sharlin , Yuichi Itoh , Benjamin Watson , Yoshifumi Kitamura , Steve Sutphen , Lili Liu
Proceedings of the SIGCHI conference on Human factors in computing systems: Changing our world, changing ourselves April 2002
Assessments of spatial, constructional ability are used widely in cognitive research and in clinical diagnosis of disease or injury. Some believe that three-dimensional (3D) forms of these assessments would be particularly sensitive, but difficulties with consistency in administration and scoring have limited their use. We describe Cognitive Cubes, a novel computerized tool for 3D

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constructional assessment that increases consistency and promises improvements in flexibility, reliability, sensitiv ...

4 View interpolation for image synthesis 83%

Shenchang Eric Chen , Lance Williams

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September 1993

5 Two methods for display of high contrast images 83%

Jack Tumblin , Jessica K. Hodgins , Brian K. Guenter

ACM Transactions on Graphics (TOG) January 1999
Volume 18 Issue 1

High contrast images are common in night scenes and other scenes that include dark shadows and bright light sources. These scenes are difficult to display because their contrasts greatly exceed the range of most display devices for images. As a result, the image contrasts are compressed or truncated, obscuring subtle textures and details. Humans view and understand high contrast scenes easily, "adapting" their visual response to avoid compression or truncation with no apparent ...

6 Limited vision: the techno-political war to control the future of digital mass media 82%

Craig Birkmaier

netWorker August 1997
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7 A clustering algorithm for radiosity in complex environments 82%

Brian Smits , James Arvo , Donald Greenberg

Proceedings of the 21st annual conference on Computer graphics and interactive techniques
July 1994

We present an approach for accelerating hierarchical radiosity by clustering objects. Previous approaches constructed effective hierarchies by subdividing surfaces, but could not exploit a hierarchical grouping on existing surfaces. This limitation resulted in an excessive number of initial links in complex environments. Initial linking is potentially the most expensive portion of hierarchical radiosity algorithms, and constrains the complexity of the environments that can be simulated. The ...

8 Three-dimensional object recognition 82%

Paul J. Besl , Ramesh C. Jain

ACM Computing Surveys (CSUR) March 1985
Volume 17 Issue 1

A general-purpose computer vision system must be capable of recognizing three-dimensional (3-D) objects. This paper proposes a precise definition of the 3-D object recognition problem, discusses basic concepts associated with this problem, and reviews the relevant literature. Because range images (or depth maps) are often used as sensor input instead of intensity images, techniques for obtaining, processing, and characterizing range data are also surveyed.

9 Interactive movie system with multi-person participation and anytime interaction capabilities 82%

Ryohei Nakatsu , Naoko Tosa , Takeshi Ochi



Proceedings of the sixth ACM international conference on Multimedia September 1998

- 10 Future directions in visual display systems** 82%
[4] Ed Lantz
ACM SIGGRAPH Computer Graphics May 1997
Volume 31 Issue 2
Visual displays have evolved in several parallel application areas including television, computer monitors, graphics monitors, portable displays, projection displays and most recently, immersive displays. Film, too, has matured as the highest resolution display medium available. One might mistakenly proclaim that today's visual displays produce an image quality which nearly matches that of our perception. The truth is that primitive cave petroglyphs viewed in fire-light far exceed the visual cap ...
- 11 User controlled overviews of an image library: a case study of the visible human** 82%
[4] Chris North , Ben Shneiderman , Catherine Plaisant
Proceedings of the first ACM international conference on Digital libraries April 1996
- 12 The Interactive Computer Graphics System for Machined Part Design and NC Tape Generation** 80%
[4] Lawrence O. Sinkey , Jeffrey Z. Gingerich
Proceedings of the ninth design automation workshop on Design automation June 1972
The Interactive Computer Graphics System for Machined Part Design and NC Tape Generation, CGS-1, was developed as an educational tool. Its primary objective is to introduce computer graphics to students in the Penn State two year Associate Degree program in Drafting and Design Technology. Both computers and computer graphics are being extensively utilized in the engineering profession and promise to take on even greater importance in the future. Since the students will be highly involved wi ...
- 13 Gradient domain high dynamic range compression** 80%
[4] Raanan Fattal , Dani Lischinski , Michael Werman
ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques July 2002
Volume 21 Issue 3
We present a new method for rendering high dynamic range images on conventional displays. Our method is conceptually simple, computationally efficient, robust, and easy to use. We manipulate the gradient field of the luminance image by attenuating the magnitudes of large gradients. A new, low dynamic range image is then obtained by solving a Poisson equation on the modified gradient field. Our results demonstrate that the method is capable of drastic dynamic range compression, while preserving f ...
- 14 Toward a psychophysically-based light reflection model for image synthesis** 80%
[4] Fabio Pellacini , James A. Ferwerda , Donald P. Greenberg
Proceedings of the 27th annual conference on Computer graphics and interactive techniques July 2000
In this paper we introduce a new light reflection model for image synthesis based on experimental studies of surface gloss perception. To develop the model, we've conducted two experiments that explore the relationships between the physical parameters used to describe the reflectance properties of glossy surfaces and the perceptual dimensions of glossy appearance. In the first experiment we use multidimensional scaling techniques to reveal the dimensionality of gloss

perception for simulate ...

- 15 The office of the future: a unified approach to image-based modeling and spatially immersive displays 80%
 Ramesh Raskar , Greg Welch , Matt Cutts , Adam Lake , Lev Stesin , Henry Fuchs
Proceedings of the 25th annual conference on Computer graphics and interactive techniques
 July 1998
- 16 Three-dimensional medical imaging: algorithms and computer systems 80%
 M. R. Stytz , G. Frieder , O. Frieder
ACM Computing Surveys (CSUR) December 1991
 Volume 23 Issue 4
- 17 Managed file distribution on the universe network 80%
 Christopher S Cooper
ACM SIGCOMM Computer Communication Review , Proceedings of the ACM SIGCOMM symposium on Communications architectures and protocols: tutorials & symposium June 1984
 Volume 14 Issue 2
 The file distribution system on the Universe Network consists of a distributed set of co-operating agents which provide clients with a reliable bulk file collection, transfer and delivery service. The agent systems incorporate specialised techniques for optimizing use of the satellite channel, as well as making available facilities for broadcast file distribution. The distributed system architecture and protocols are described, with emphasis on the separation of control and data transfer. A ...
- 18 CMU sidewalk navigation system: a blackboard-based outdoor navigation system using sensor fusion with colored-range images 80%
 Y. Goto , K. Matsuzaki , I. Kweon , T. Obatake
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Proceedings of the sixth ACM international conference on Multimedia: Technologies for interactive movies September 1998
- 20 Session P13: view-dependent techniques: Approximate shading for the re-illumination of synthetic images 77%
 Randy Scoggins , Raghu Machiraju , Robert J. Moorhead
Proceedings of the conference on Visualization '01 October 2001
 This paper presents a novel method to estimate illumination-dependent properties in image synthesis prior to rendering. A preprocessing step is described in which a linear image basis is developed and a lighting-independent formulation defined. A reflection function, similar to hemispherical reflectance, approximates normal Lambertian shading. Intensity errors resulting from this approximation are reduced by use of a polynomial gamma correction function and scaling to a normalized display range. ...

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Gregory Ward , Maryann Simmons

ACM Transactions on Graphics (TOG) October 1999

Volume 18 Issue 4

We present a new method for rendering complex environments using interactive, progressive, view-independent, parallel ray tracing. A four-dimensional holodeck data structure serves as a rendering target and caching mechanism for interactive walk-throughs of nondiffuse environments with full global illumination. Ray sample density varies locally according to need, and on-demand ray computation is supported in a parallel implementation. The holodeck file is stored on disk and

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- 2 [Parallel isosurface and volume rendering: Scalable isosurface visualization of massive datasets on COTS clusters](#) 94%

Xiaoyu Zhang , Chandrajit Bajaj , William Blanke

Proceedings of the IEEE 2001 symposium on parallel and large-data visualization and graphics October 2001

Our scalable isosurface visualization solution on a commodity off-the-shelf cluster is an end-to-end parallel and progressive platform, from the initial data access to the final display. In this paper we focus on the back end scalability by introducing a fully parallel and out-of-core isosurface extraction algorithm. It partitions the volume data according to its workload spectrum for load balancing and creates an I/O-optimal external interval tree to minimize the number of I/O operations of loa ...


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- 1 [The holodeck ray cache: an interactive rendering system for global illumination in nondiffuse environments](#) 89%

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We present a new method for rendering complex environments using interactive, progressive, view-independent, parallel ray tracing. A four-dimensional holodeck data structure serves as a rendering target and caching mechanism for interactive walk-throughs of nondiffuse environments with full global illumination. Ray sample density varies locally according to need, and on-demand ray computation is supported in a parallel implementation. The holodeck file is stored on disk and

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- 2 [Using the visual differences predictor to improve performance of progressive global illumination computation](#) 88%

Valdimir Volevich , Karol Myszkowski , Andrei Khodulev , Edward A. Kopylov

ACM Transactions on Graphics (TOG) April 2000

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A novel view-independent technique for progressive global illumination computing that uses prediction of visible differences to improve both efficiency and effectiveness of physically-sound lighting solutions has been developed. The technique is a mixture of stochastic (density estimation) and deterministic (adaptive mesh refinement) algorithms used in a sequence and optimized to reduce the differences between the intermediate and final images as perceived by the human observer in the cours ...

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Augmented Reality, 2000. (ISAR 2000). Proceedings. IEEE and ACM International Symposium on , 5-6 Oct. 2000

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Medical Imaging, IEEE Transactions on , Volume: 16 Issue: 6 , Dec. 1997

Page(s): 772 -784

[\[Abstract\]](#) [\[PDF Full-Text \(252 KB\)\]](#) **IEEE JNL****3 Consideration of the method of image diagnosis with respect to frontal lobe atrophy***Sato, K.; Sugawara, K.; Narita, Y.; Namura, I.;*

Nuclear Science Symposium, 1996. Conference Record., 1996 IEEE , Volume: 2 , 2-9 Nov. 1996

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11-15 March 1995

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[\[Abstract\]](#) [\[PDF Full-Text \(688 KB\)\]](#) **IEEE CNF****2 The implementation of a multi-view autostereoscopic display***Moore, J.R.; Travis, A.R.L.; Lang, S.R.; Castle, O.M.;*

Stereoscopic Television, IEE Colloquium on , 15 Oct 1992

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[\[Abstract\]](#) [\[PDF Full-Text \(708 KB\)\]](#) **IEE CNF****3 Development of the Varioscope AR. A see-through HMD for computer-aided surgery***Birkfellner, W.; Huber, K.; Watzinger, F.; Figl, M.; Wanschitz, F.;**Hanel, R.; Rafolt, D.; Ewers, R.; Bergmann, H.;*Augmented Reality, 2000. (ISAR 2000). Proceedings. IEEE and ACM
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4 Extract and display moving object in all direction by using stereo omnidirectional system (SOS)

Shimada, D.; Tanahashi, H.; Kato, K.; Yamamoto, K.;

3-D Digital Imaging and Modeling, 2001. Proceedings. Third International Conference on , 28 May-1 June 2001

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[\[Abstract\]](#) [\[PDF Full-Text \(708 KB\)\]](#) **IEEE CNF**

5 A graphics library to meet the challenge of changing hardware

Brown, M.; Hawes, D.; Rigby, C.; Rosner, P.;

Computer Graphics Systems, IEE Colloquium on , 15 Jan 1992

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6 Interactive 3D graphics for consumer applications

Winser, P.;

Realistic 3-D Image Synthesis, IEE Colloquium on , 16 Jan 1990

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7 Projected electronic dissection-classification and shaded projection for 3D visualization of MR images of the brain

Zhang, G.; Liu, X.; Fox, M.D.;

Bioengineering Conference, 1989., Proceedings of the 1989 Fifteenth Annual Northeast , 27-28 March 1989

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8 High-speed processing for obtaining three-dimensional distance image and its application

Tanaka, Y.; Tsukaoka, H.; Takeda, H.; Honda, K.; Sarai, T.;

Intelligent Robots and Systems '91. 'Intelligence for Mechanical Systems, Proceedings IROS '91. IEEE/RSJ International Workshop on , 3-5 Nov. 1991

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9 Registration of orthogonal MR images

Cheng-Ning Chang; Axel, L.; Kraitchman, D.L.; Bloomgarden, D.C.;

Computers in Cardiology 1995 , 10-13 Sept. 1995

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10 Advances in realtime multibeam survey visualization and quality control

Spitzak, S.E.; Caress, D.W.; Miller, S.P.;

OCEANS '96. MTS/IEEE. 'Prospects for the 21st Century'. Conference Proceedings , Volume: 2 , 23-26 Sept. 1996

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11 Three-dimensional ultrasonic imaging with a fully populated 128x128 array

White, T.; Eriksen, K.; Nicoli, A.;

Engineering in Medicine and Biology society, 1997. Proceedings of the 19th Annual International Conference of the IEEE , Volume: 2 , 30 Oct.-2 Nov. 1997

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12 Recursive ultrasound imaging

Nikolov, S.; Gammelmark, K.; Jensen, J.A.;

Ultrasonics Symposium, 1999. Proceedings. 1999 IEEE , Volume: 2 , 17-20 Oct. 1999

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13 The HISCORE camera a real time three dimensional and color camera

Forster, F.; Rummel, P.; Lang, M.; Radig, B.;

Image Processing, 2001. Proceedings. 2001 International Conference on , Volume: 2 , 7-10 Oct. 2001

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14 A video-based stereoscopic imaging and measurement system (SIMS) for undersea applications

Liu, H.T.;

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5-8 Nov. 2001

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15 Proceedings HAVE 2002 - IEEE International Workshop on Haptic Virtual Environments and their Applications (Cat. No.02EX622)

Haptic Virtual Environments and Their Applications, IEEE International Workshop 2002 HAVE , 17-18 Nov. 2002

[\[Abstract\]](#) [\[PDF Full-Text \(233 KB\)\]](#) **IEEE CNF**

16 Medial-node models to identify and measure objects in real-time 3-D echocardiography

Stetten, G.D.; Pizer, S.M.;

Medical Imaging, IEEE Transactions on , Volume: 18 Issue: 10 , Oct. 1999

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[\[Abstract\]](#) [\[PDF Full-Text \(536 KB\)\]](#) **IEEE JNL**

17 Visualizing large telecommunication data sets

Koutsofios, E.E.; North, S.C.; Keim, D.A.;

Computer Graphics and Applications, IEEE , Volume: 19 Issue: 3 , May-June 1999

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18 Implementation, calibration and accuracy testing of an image-enhanced endoscopy system

Shahidi, R.; Bax, M.R.; Maurer, C.R., Jr.; Johnson, J.A.; Wilkinson, E.P.; Bai Wang; West, J.B.; Citardi, M.J.; Manwaring, K.H.; Khadem, R.;

Medical Imaging, IEEE Transactions on , Volume: 21 Issue: 12 , Dec. 2002

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19 Optimization of DC resistivity data acquisition: real-time experimental design and a new multielectrode system

Stummer, P.; Maurer, H.; Horstmeyer, H.; Green, A.G.;

Geoscience and Remote Sensing, IEEE Transactions on , Volume: 40 Issue: 12 , Dec. 2002

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20 Fast interpolation technique on epipolar plane image using phase correlation

Heung-Yeop Jang; Jin-Ho Ahn; Je-Ho Lee; Yong-Moo Kwon; Sangkuk Kim; Sang-Hui Park;

Circuits and Systems, 1997. ISCAS '97., Proceedings of 1997 IEEE International Symposium on , Volume: 2 , 9-12 June 1997

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21 Texture-based techniques for interpretation of seismic images

Simaan, M.A.;

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